DEAD SPACE
GAMER
GAMING
RETRO
TECH
NEWS
Franchise Special
15th June 2024

Introduction GAMER

Dead Space Franchise

Welcome to this Months magazine which Will cover Gaming, Gaming Reviews. Retro Games. TV and Movie Reviews .

DEAD SPACE

GAMER

Dead Space Timeline

Dead Space 2008

Dead Space 2 2011

Dead Space 3 2013

Dead Space (Remake) 2023

DEAD SPACE

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Dead Space is a science fiction/horror franchise.

Dead Space was developed by Visceral Games and published and owned by Electronic Arts.

Primarily set in a 26th century science fiction universe.

Dead Space franchise centers on a series of video games beginning with the release of the first Dead Space, which centers on star ship engineer Isaac Clarke.

DEAD SPACE

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The Dead Space video game series has been positively received.

Dead space particular won a number of industry awards for the varied elements of its game play is often regarded as one of the best video games of all time by critics.

DEAD SPACE

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Systems engineer Isaac Clarke joins a search and rescue team for the USG Ishimura, which had gone radio-silent, after receiving a message from his girlfriend Nicole. by weaponizing his mining tools

DEAD SPACE

GAMER

ship suffers damage when attempting to dock with the Ishimura while the rest of the crew assess the situation and search for a means to leave the Ishimura, Isaac explores the ship to look for Nicole.

DEAD SPACE

GAMER

The ship is overrun by Necromorphs, forcing Isaac to defend himself by weaponizing his mining tools

DEAD SPACE 2

GAMER

Dead Space 2 is a horror game developed by Visceral Games and published by Electronic Arts.

It was released for PlayStation 3, Windows, and Xbox 360 in January.

DEAD SPACE 2

GAMER

The second mainline entry in the Dead Space series is set on the Titan

The story follows series protagonist Isaac Clarke as he fights against both an outbreak of the monstrous Necromorphs and debilitating mental illness induced by the alien Markers.

DEAD SPACE 2

GAMER

Gameplay features Isaac exploring a series of levels, solving puzzles to progress, and finding resources while fighting off Necromorphs.

The game included a competitive multiplayer, with the Sprawl's security forces fighting teams of Necromorphs.

DEAD SPACE 2

GAMER

Dead Space 2 received critical acclaim. Reviews of the game praised its gameplay, narrative, atmosphere, graphics, and audio and level design, with many calling it superior to the original Dead Space.

The game sold two million copies during its opening week.

DEAD SPACE 3

GAMER

Dead Space 3 occurs a few years later. While Isaac Clarke and Ellie Langford returned to Earth and dated for a while, their relationship fell apart.

DEAD SPACE 3

GAMER

Isaac is struggling with the breakup in his apartment on the moon.

Unitologists led by Jacob Danik activate a Marker near the colony, causing a Necromorph outbreak.

DEAD SPACE 3

GAMER

Isaac is rescued and enlisted by EarthGov soldiers to help locate Langford, who had traveled to Tau Volantis, one of Earth's oldest off-world colonies, in search of the true origins of the Markers and a means to stop the Necromorph scourge once and for all.

DEAD SPACE 3

GAMER

Dead Space 3 received a less enthusiastic critical reception compared to its predecessors, though reviews are generally favorable.

A fourth main series title was canceled as a result of the third entry's disappointing sales.

DEAD SPACE

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Dead Space (Remake) 2023

EA confirmed the remake of Dead Space, under development by Motive Studio, in their EA Play event the same month.

It was released on January 27, 2023.

DEAD SPACE

GAMER

Dead Space is an excellent remake, recommended both for newcomers and existing players who played the original release of the game.

Dead space is still an engaging and terrifying survival horror game .

Fans of the brand, who will appreciate the many new features introduced in the plot and game play.

DEAD SPACE GAMER

The Dead Space franchise has been adapted into literary format, beginning with a comic book miniseries which serve as a prequel to both the first Dead Space game and the Dead Space: Downfall film.

Other published literary works from the franchise include the 2010 comic book Dead Space: Salvage

DEAD SPACE GAMER

Dead Space Downfall is a 2008 animated film prequel to the first game which takes place after the limited comic series of the same name was released direct-to-video in October 2009.

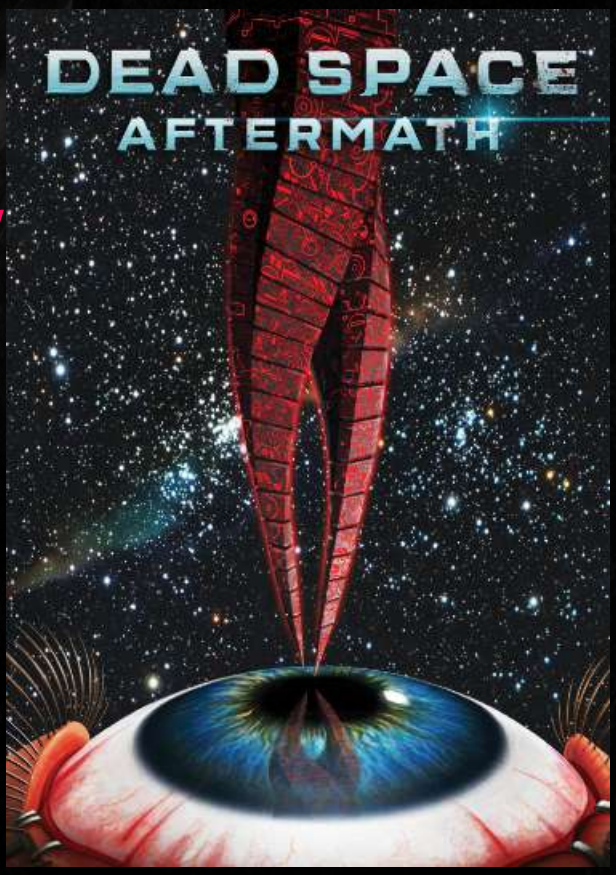
DEAD SPACE GAMER

Dead Space Downfall details the events leading to the Necromorph infestation on the USG Ishimura following the transportation of the Red Marker from the Aegis VII Colony to the ship.

DEAD SPACE GAMER

Dead Space: Aftermath is the 2011 animated film sequel to Downfall and the first game.

EarthGov exposes an unsuspecting crew of individuals to the remaining shards of the destroyed.



The Settlers

GAMER

The Settlers is a city-building video game with real-time strategy elements, developed and published by Blue Byte Software.

Released in for Amiga in June 1993, in the United Kingdom in November, it is the first game in The Settlers series.

In 1994, Blue Byte and Massive Development ported the game to DOS.

The Settlers

GAMER

The The game is set in a medieval milieu, and controlled via a point and click interface, with the primary goal on each map being to build a settlement with a functioning economy, producing sufficient military units so as to conquer rival territories, ultimately gaining control of the entire map.

The Settlers GAMER

To achieve this end, the player must engage in economic micromanagement, construct buildings, and generate resources.

The game can be played in missions against computer controlled opponents of increasing difficulty.

Free-game style mode against human opponents or Computer opponents or a combination of both.

Released in for Amiga in June 1993, in the United Kingdom in November, it is the first game in The Settlers series.

The Settlers GAMER

In 1994 The Settlers was ported to Windows PC.

The game was a commercial success. By June 1996, it had sold over 215,000 units worldwide across both systems, well beyond Blue Byte's expectations.

By May 1998, it had sold over 400,000 units.

The Settlers

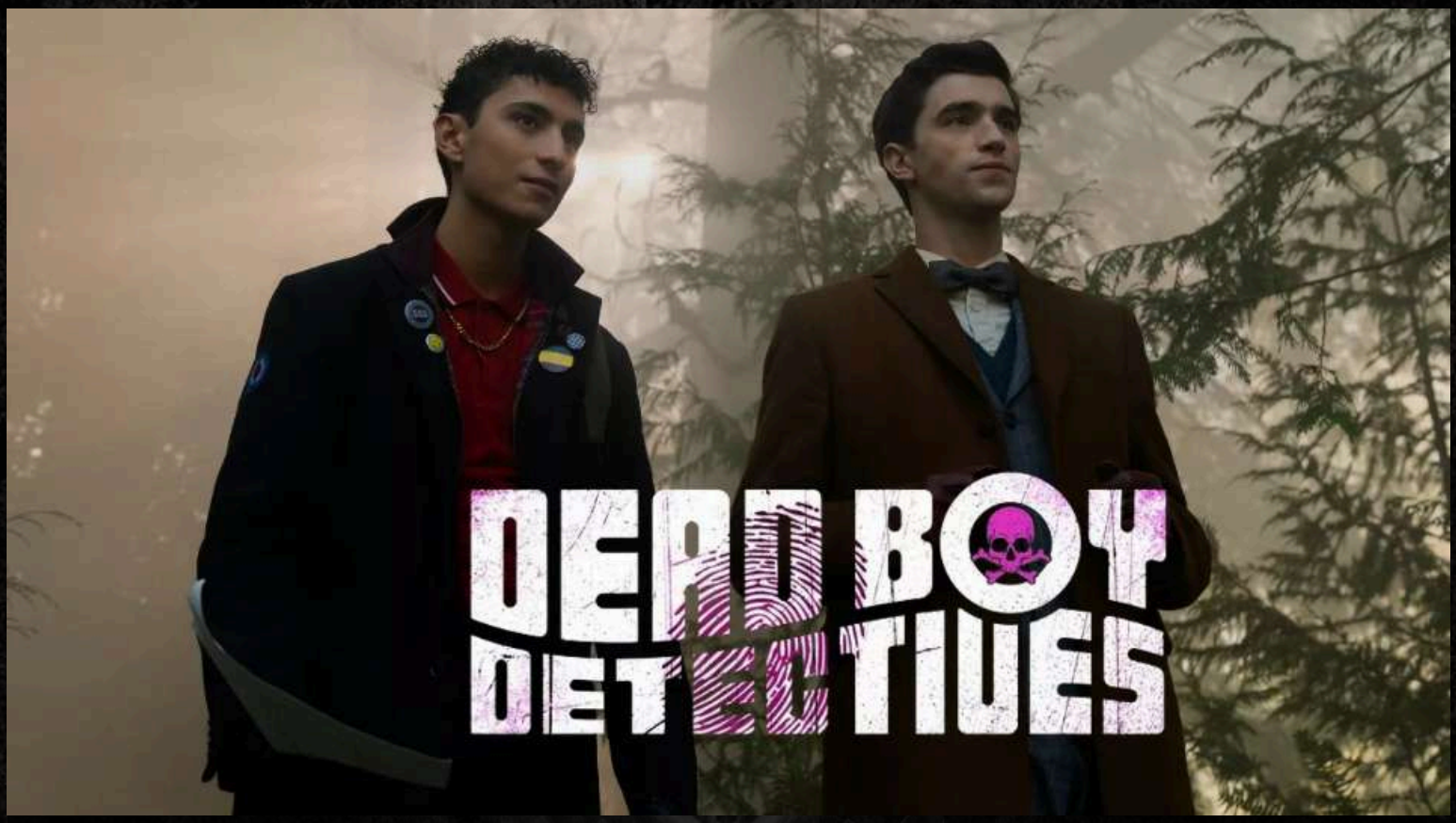
GAMER

The Settlers has been cited as one of the best Amiga games ever made.

The Settlers received positive reviews upon its release, especially on Amiga, where it was more widely reviewed.

DEAD BOY DETECTIVES

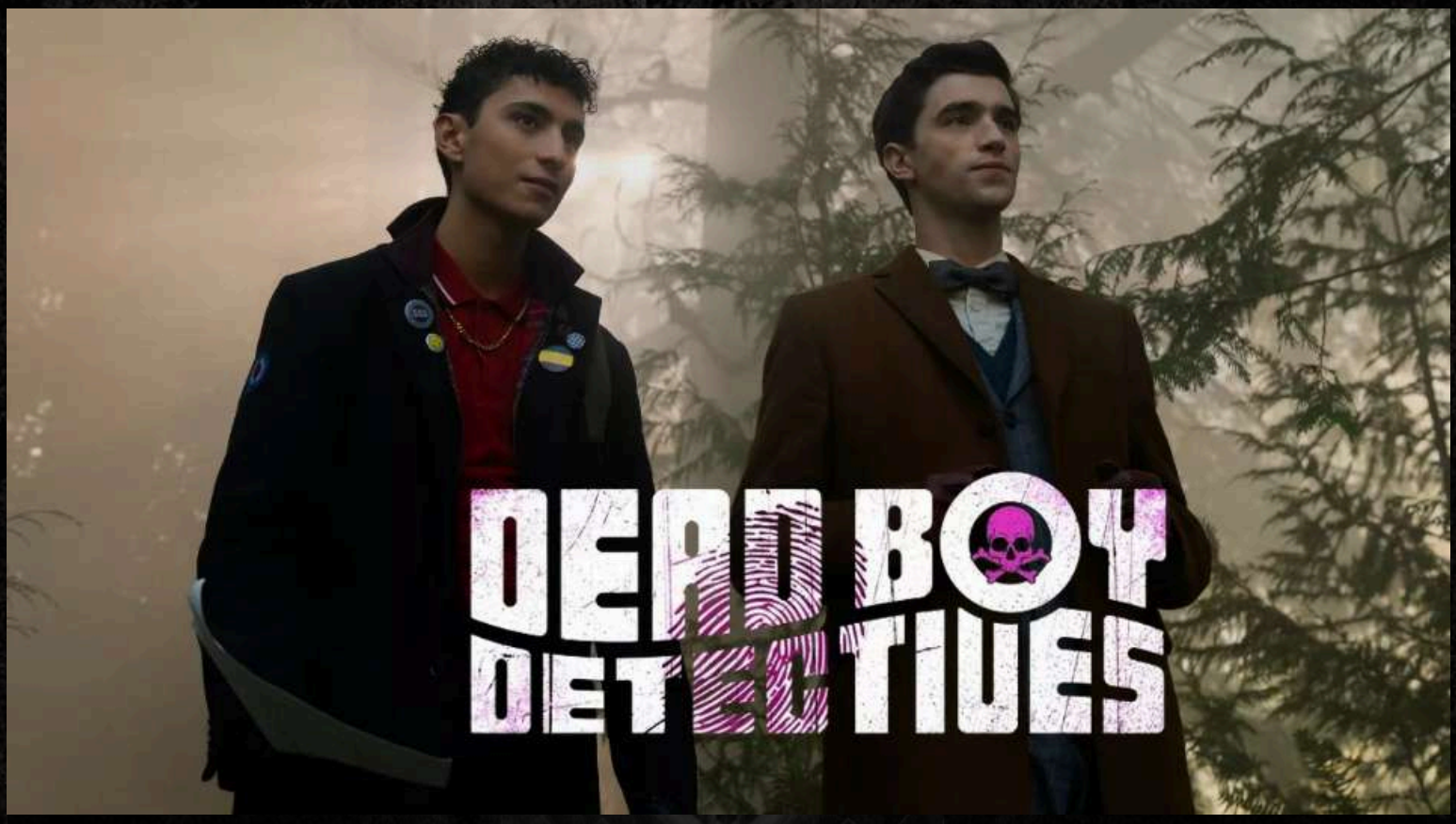
GAMER



Dead Boy Detectives is an American supernatural horror detective comedy-drama television series based on the DC Comics characters.

DEAD BOY DETECTIVES

GAMER

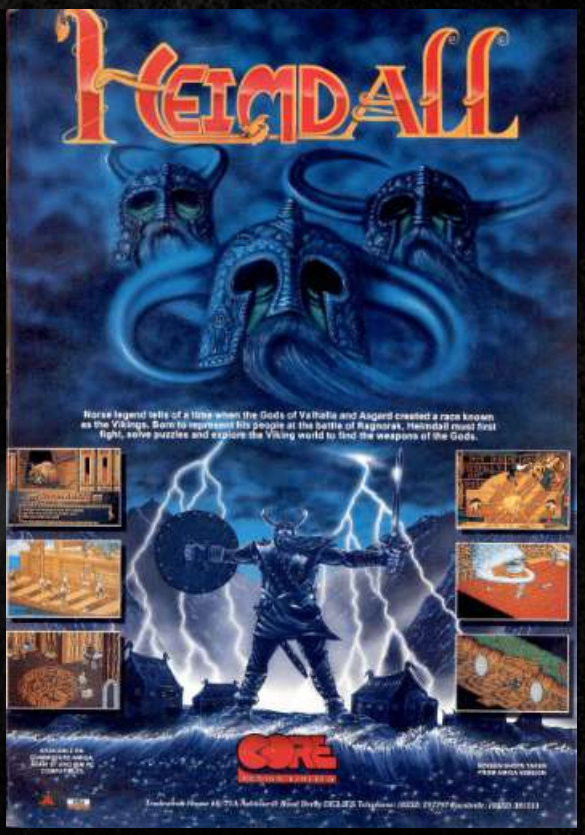


The series follows Charles Rowland and Edwin Paine, who decided not to enter the afterlife and stay on Earth to investigate crimes that involve the supernatural.

Dead Boy Detectives is worth a watch.

HEIMDALL

GAMER



Heimdall is an action role-playing game.

Published by Core Design, and released in 1991 for the Amiga and for the Atari ST and DOS in 1992.

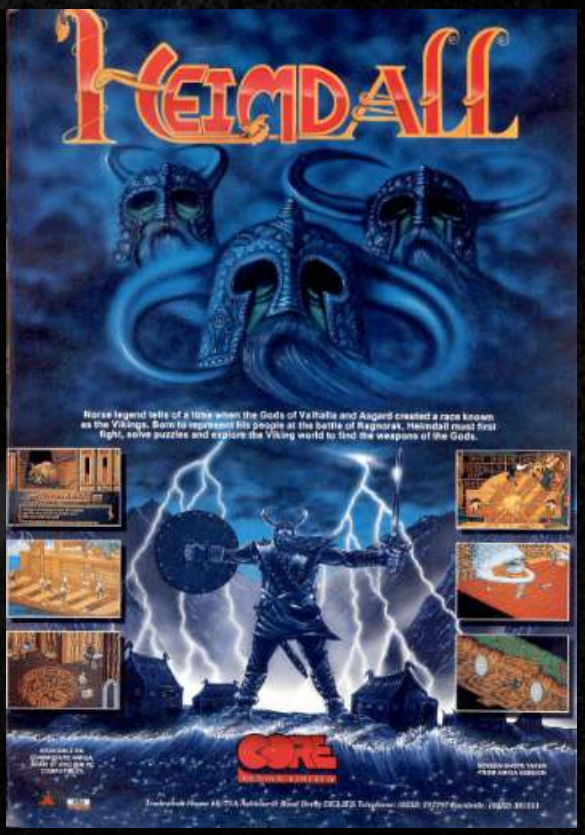
Console version created for the Sega Mega-CD in early 1994.

The game features a mixture of puzzle-solving, exploration, and dynamic combat mechanics.

CORE

HEIMDALL

GAMER



The game begins with the Norse god Loki stealing Odin's sword, Freyr's spear and Thor's hammer and hiding them within the mortal world of the Vikings. Left powerless by his trickery.

The gods decide to create an infant among the mortals who can bring back their weapons.

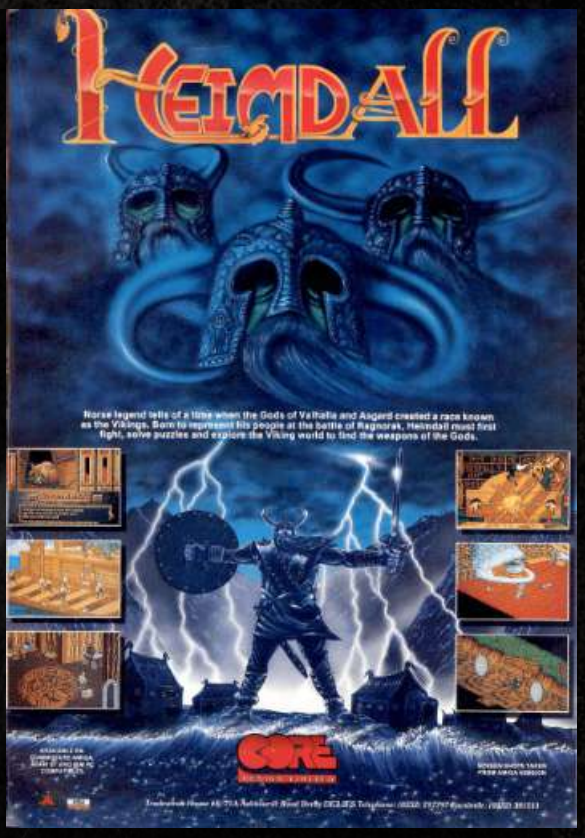
In a small village of Vikings, a young woman finds herself magically pregnant with god's destined offspring, and gives birth to Heimdall.

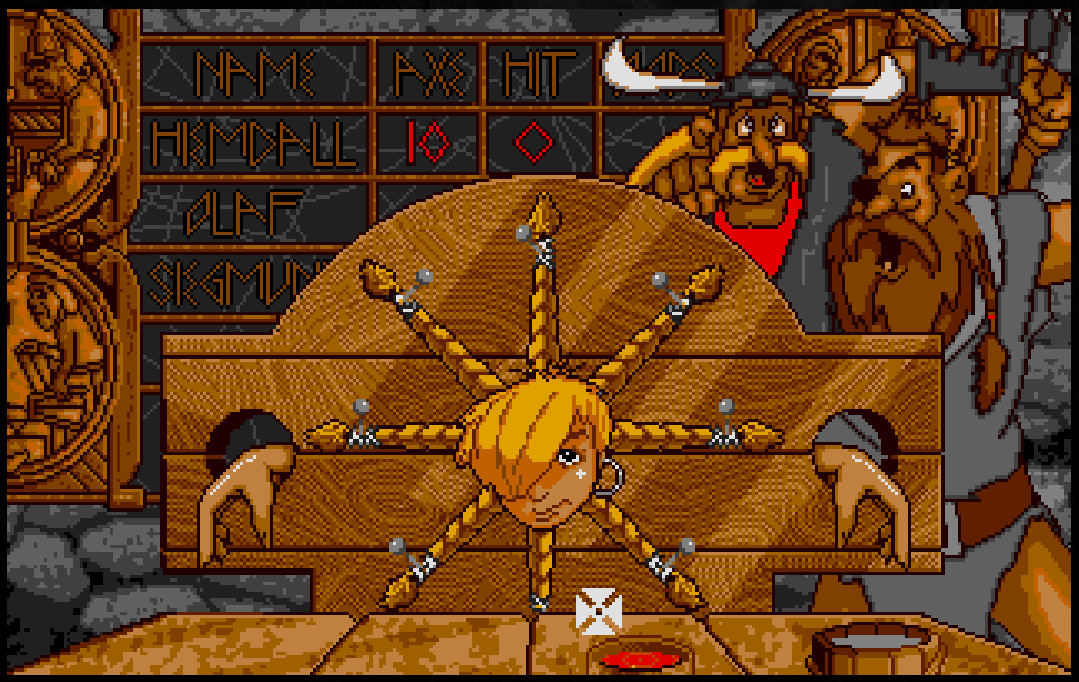
CORE

HEIMDALL

GAMER

The Player must guide Heimdall through a series of arcade style trials axe-throwing (cutting a maid's braids) boar hunting; and fighting to influence the character's stats and the crew members they can choose to use during a play through the game.



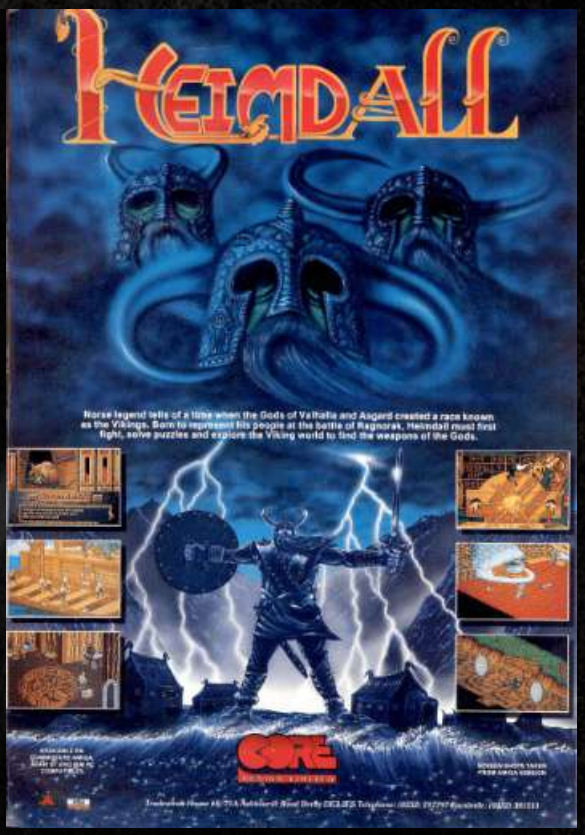


CORE

HEIMDALL

GAMER

The game received favourable reviews upon its release, though the console version was given mixed feedback by reviewers.



Sequel to the game, entitled Heimdall 2, was developed by the same group and released three years later in 1994.

CORE

Heimdall 2

GAMER

Heimdall 2: Into the Hall of Worlds is an isometric adventure platform game.

In the game's predecessor, Heimdall retrieved the three weapons stolen by Loki and stripped him of some of his power for his treason to the other gods.

In the second part Loki's warriors, Hakrats, ravaged the lands of Midgard and Utgard in revenge against the Asgard gods who exiled him.

CORE

Heimdall 2

GAMER

Odin and the other gods discussed what action shall be done to permanently stop Loki. They recollected the story of an amulet with enough power to imprison a god.

It was shattered into four pieces and each piece was sent into a different world.

The journey to recover all the amulet pieces was undertaken by Baldur but he was entrapped by Loki.

CORE

Heimdall 2

GAMER

Knowing this the elder gods decided to send a god who had enough experience as a mortal - the choice was given to Heimdall, son of Odin, guardian of the Asgard gods.

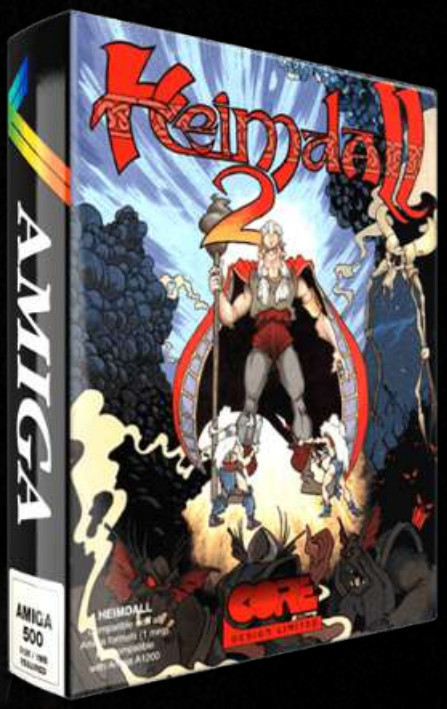
They also sent Valkyrie named Ursha who was supposed to help him.

CORE

Heimdall 2

GAMER

Heimdall and Ursha must travel through different nordic worlds in search of answers, weapons, and pieces of the amulet.



During the quest, the player may change the characters but in some sections, both characters are needed in order to complete the game.

CORE

Heimdall 2

GAMER

The player travels through different lands of Nordic Worlds, fighting with enemies with a sword, a bow and arrow, or magic.

Solving puzzles that are mostly about finding an object and bringing it to the person who needs it.

Figuring out the proper combination of some items or goods or finding a way through the maze.

During the game, you can change the character between Heimdall and Ursha.

Heimdall 2 received favourable reviews upon its release.

CORE

SONIC CD GAMER

Sonic the Hedgehog CD is a 1993 platform game developed and published by Sega for the Sega CD.

Sonic the Hedgehog, the player attempts to protect an extraterrestrial body, Little Planet, from Doctor Robotnik.

Like other Sonic games, Sonic runs through themed levels while collecting rings and defeating robots.

SONIC CD GAMER

Sonic CD introduces time travel as a game mechanic.

By traveling through time, players can access different versions of stages, featuring alternative layouts, music, and graphics.

Sonic CD began as a port of the Sega Genesis game Sonic the Hedgehog (1991), but developed into a separate project.

SONIC CD GAMER

Sonic CD features the debuts of the recurring Sonic characters Amy Rose and Metal Sonic.

Sonic CD was released in late 1993.

It received critical acclaim and is often called one of the best platform games of all time.

Reviewers praised its size, music, and time travel feature, although some felt it did not fully use the Sega CD's capabilities.

It sold over 1.5 million copies, making it the bestselling Sega CD game.

TIMESHIFT

GAMER

Time Shift is a 2007 first-person shooter game developed by Saber Interactive and published by Vivendi Games.

The game was released for Windows and Xbox 360 in October/November 2007, and for PlayStation 3 in November/December.

It received mixed reviews from critics

Scientists from the near future have begun work on creating a viable time machine..

TIMESHIFT

GAMER

The project results in the creation of two devices, the Alpha Suit, a prototype jumpsuit, and the Beta Suit, a more advanced, military-grade model.

The director of the project, Dr. Aiden Krone, takes the Alpha Suit and travels into the past. Once there he alters the timeline, placing himself as the ruler of the Krone Magistrate that controls a dystopic world.

TIMESHIFT

TIMESHIFT

GAMER

The protagonist, an unnamed fellow scientist takes the Beta Suit and follows Dr. Krone back to the year 1939 in an alternate time stream to a place called Alpha District.

During the transport, parts of the Beta suit are damaged forcing the protagonist to assist the Occupant Rebellion against Dr. Krone in hopes of salvaging parts from the Alpha suit.

TIMESHIFT

TIMESHIFT

GAMER

The key feature of Time Shift is the player's ability to control time: slowing, stopping or even rewinding time more or less at will.

This allows a player to stop time to dodge an incoming projectile or steal an enemy's weapon.

Specific time-related puzzles also require these abilities.

TIMESHIFT

TIMESHIFT

GAMER

Development and release TimeShift was originally going to be published by Atari, but publishing rights switched to Sierra on April 20, 2006.

On August 31, 2006, TimeShift was delayed for a second time.

Because the game had been delayed several times and was not mentioned very much in gaming news, the press thought that the project had been abandoned.

TIMESHIFT

TIMESHIFT

GAMER

The player's abilities also affect the color of their environment in such that slowing time produces a blue shift, rewinding it produces a yellow haze, and stopping time creates a white filter "haze".

The player must use them wisely to make its way through the game. In some parts of the game the time powers are lengthened.

TIMESHIFT

TIMESHIFT

GAMER

Critics found the plot underwhelming.

However, the core game play and mechanics were praised for their polish.

TimeShift is well crafted game which fun to play.

X-MEN LEGENDS

GAMER

X-Men Legends is an action role-playing video game developed by Raven Software and published by Activision.

It was released on the Game Cube, PlayStation 2 and Xbox consoles in 2004.

Players can play as one of fifteen X-Men characters, with the ability to switch between four computer- or human-controlled characters at any time.

X-MEN

X-MEN LEGENDS

GAMER

X-Men are sent on several missions.

Eventually the X-Men learn of Magneto's plan to cover the Earth in darkness from his base on Asteroid M.

X-Men Legends received generally positive reviews from critics.

X-MEN

X-MEN LEGENDS 2 GAMER

X-Men Legends II: Rise of Apocalypse is an action role-playing game developed primarily by Raven Software and published by Activision.

It is the follow-up to 2004's X-Men Legends.

It was released in September 2005 for the Game Cube, Microsoft Windows, N-Gage, PlayStation 2, PlayStation Portable and Xbox.

X-MEN

X-MEN LEGENDS 2 GAMER

It is set after the events of X-Men Legends and features the mutant super-villain Apocalypse as the primary antagonist.

The game was well received by gaming critics on all platforms.

They felt that the inclusion of online play, additional mutant powers, and a larger cast made the game an improvement over its predecessor.

X-MEN

X-MEN LEGENDS 2 GAMER

Some reviewers were critical of the game's voice acting and felt that the game play was repetitive.

X-Men Legends II is an action role-playing game.

It unites two Marvel Comics superhero teams, the heroic X-Men and the villainous Brotherhood of Mutants as they together face the mutant super villain Apocalypse.

X-MEN

X-MEN LEGENDS 2 GAMER

Players can choose up to four characters to use from roster.

Players unlock additional characters as they proceed through the game.

The game also features online play for up to four players, a first for the series.

X-MEN

X-MEN LEGENDS 2 GAMER

A new game plus mode is included that allows players to play through the game a second time while retaining all character stats.

The game begins with members of the X-Men meeting up with members of the Brotherhood at a military prison outpost in Greenland to free Professor X.

X-Men Legends II: Rise of Apocalypse received generally favorable reviews.

X-MEN

Vampire Hunter D is a PlayStation video game based on the series of books and movies of the same name.

Along with Countdown Vampires, it is one of the few survival horror games to revolve around vampires.

The game play is similar to the earlier games like Resident Evil series of games.

Comparable to Resident Evil, the game play consists of thoroughly exploring a castle, collecting items, keys, and solving puzzles to progress.

The player character, D, has the ability to walk or run, and can switch between two modes of basic function. "Battle mode" and "search mode."

Throughout the game, D faces a number of different monsters and boss characters, and can use his sword and sub-weapons to defeat them.

The game received "unfavorable" reviews, one of the main problems was the games controls.

The addition of jump, guard, and strafe functions may sounded like a good idea.

but was actually the cause of the many games control problems.

Sol-Feace

GAMER

SEGA
MEGA-CD
Sol-Feace
670-2764
©WOLF TEAM
©1992 SEGA ENTERPRISES, LTD. Made in Japan
ONLY FOR USE WITH PAL AND FRENCH SECAM MEGA-CD SYSTEMS
Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

Sol-Feace is a 1990 horizontal-scrolling shooter video game for the Sharp X68000 computer.

Versions for the Sega CD and Sega Genesis were released later on, the later renaming the game Sol-Deace.

Sol-Feace

GAMER

The player takes control of the titular star ship as it must prevent a malfunctioning supercomputer from enslaving all of mankind.

Game play involves shooting down enemies and avoiding projectiles, while collecting power capsules to increase the Sol-Feace's abilities.

The Sol-Feace also has dual cannons that can fire shots diagonally.

GAMER

The game is composed of six stages, including mechanical bases, destroyed star vessels and the planet Jupiter.

Each of these end with a boss fight that must be defeated in order to progress, which have a weak point that must be shot at to inflict damage.

The final stage has the player fighting against the supercomputer antagonist.

Between stages are animated cut scenes that help explain the game's plot, with the Sega CD release giving these full voice acting.

GAMER

Sol-Feace was originally released for the Sharp X68000 home computer on November 22, 1990.

It was ported to the Sega CD in 1991 as one of the console's first launch titles.

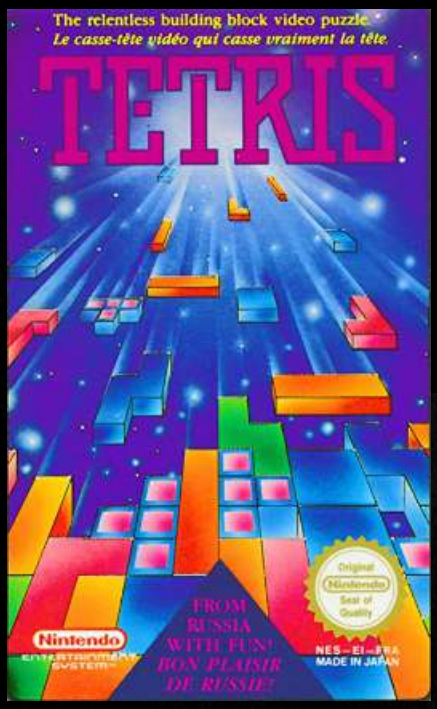
GAMER

A Sega Genesis cartridge version was released in 1992 renaming the game to Sol-Deace.

Sol-Feace was met with mixed reviews from critics; while some praised the game's visuals, fast-paced game play and soundtrack.

The game was criticized for its lack of originality and for being sub par compared to other shoot-em up titles available at the time.

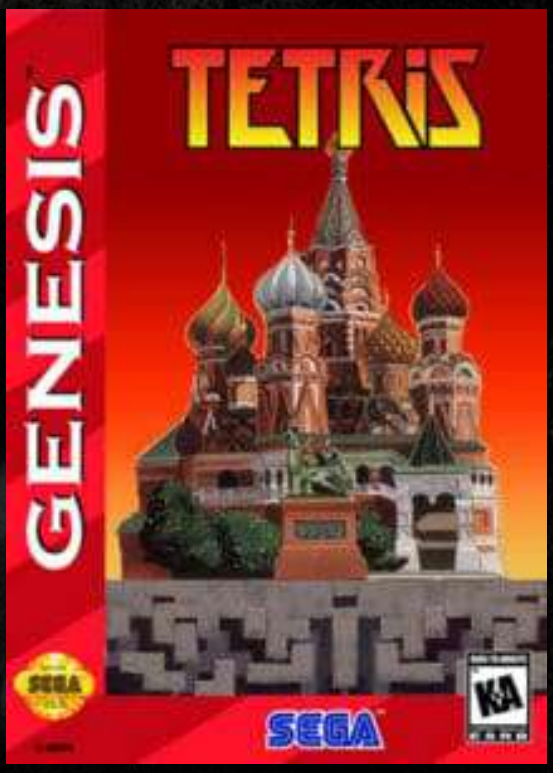
TETRIS GAMER



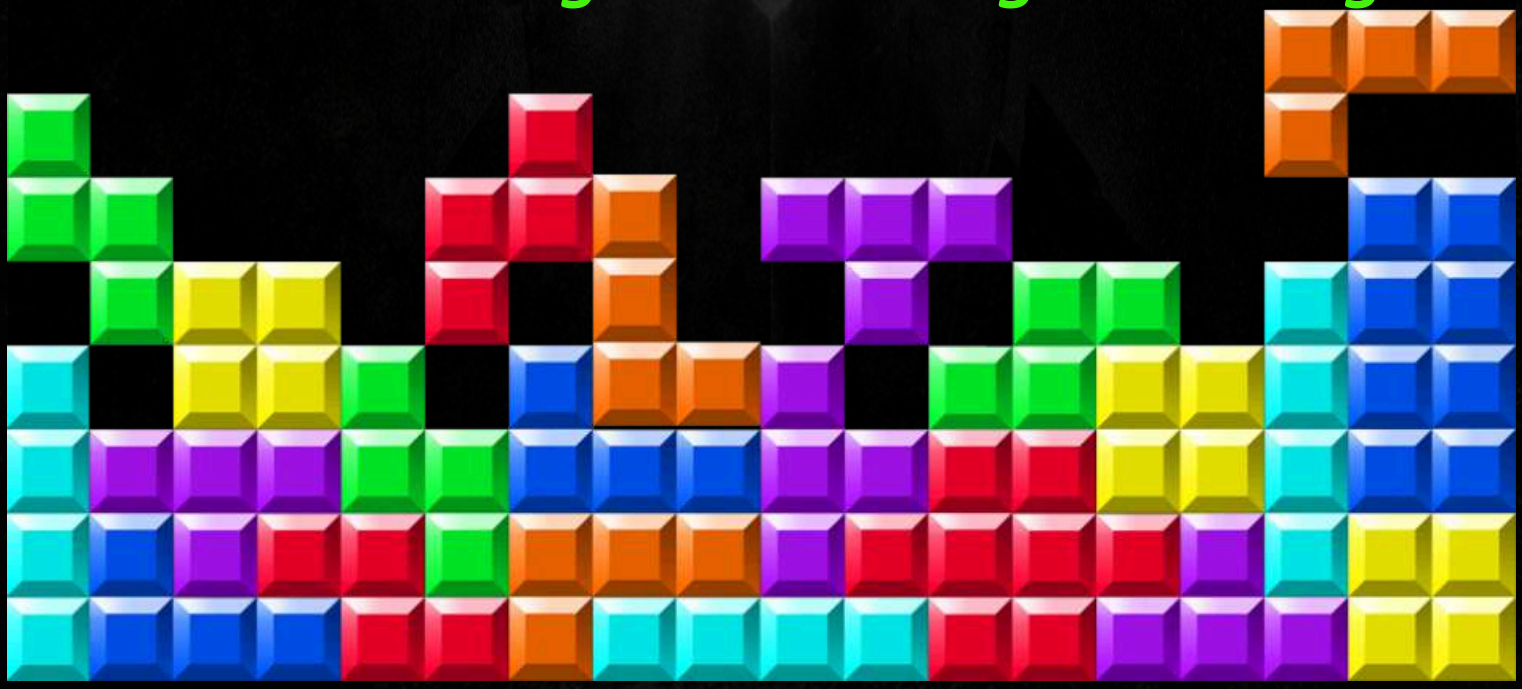
Tetris is a puzzle video game created by Soviet software engineer Alexey Pajitnov in 1984.

TETRIS GAMER

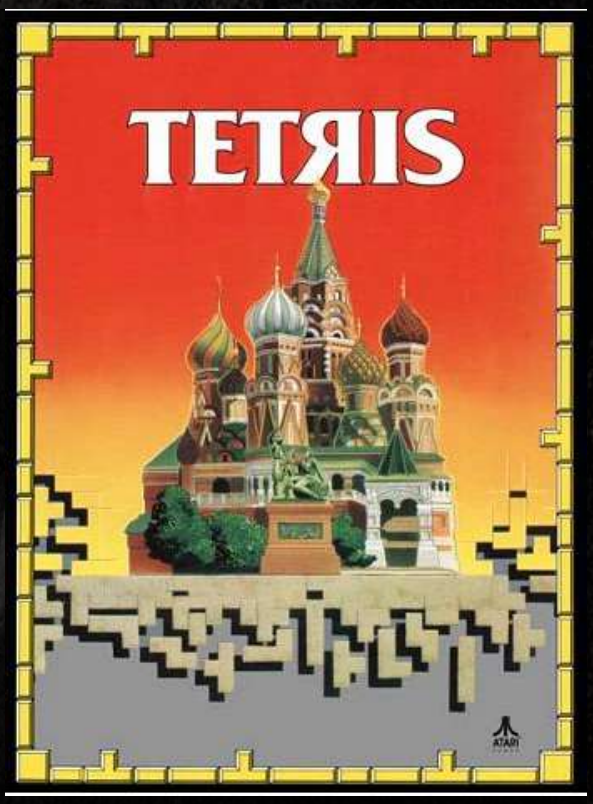
It has been published by several companies for multiple platforms, most prominently during a dispute over the appropriation of the rights in the late 1980s.



After a significant period of publication by Nintendo, the rights reverted to Pajitnov in 1996, who co-founded the Tetris Company with Henk Rogers to manage licensing.

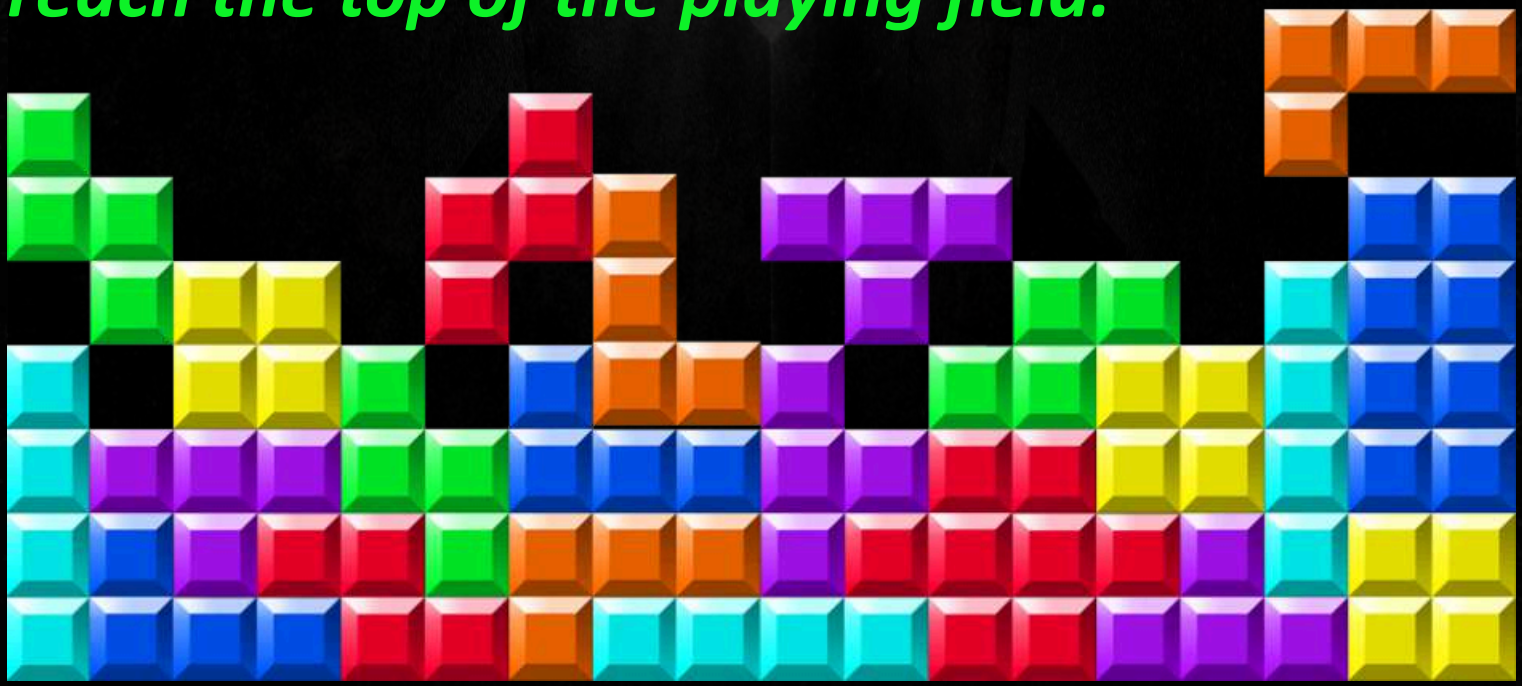


TETRIS GAMER



In Tetris, players complete lines by moving differently shaped pieces which descend onto the playing field. The completed lines disappear and grant the player points, and the player can proceed to fill the vacated spaces.

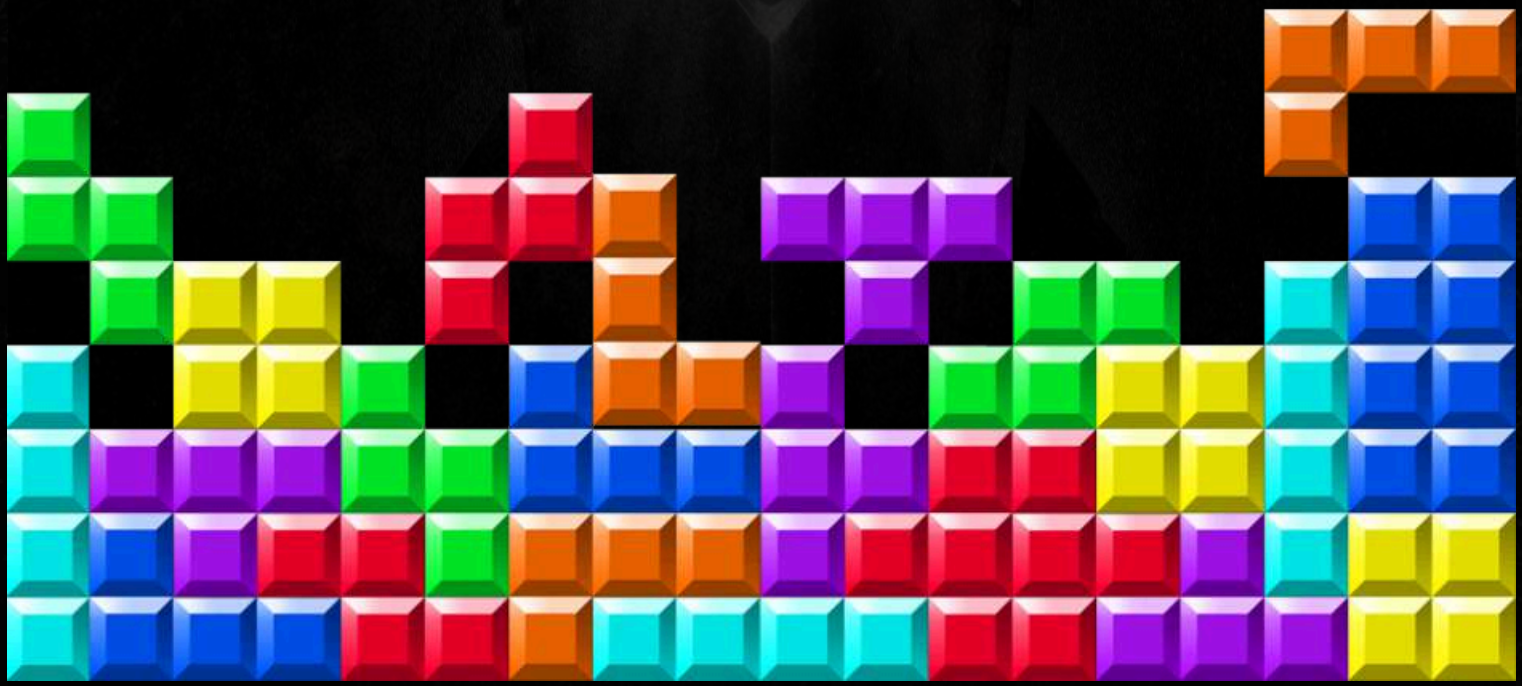
The game ends when the uncleared lines reach the top of the playing field.



TETRIS GAMER

The longer the player can delay this outcome, the higher their score will be. In multiplayer games, players must last longer than their opponents; in certain versions, players can inflict penalties on opponents by completing a significant number of lines.

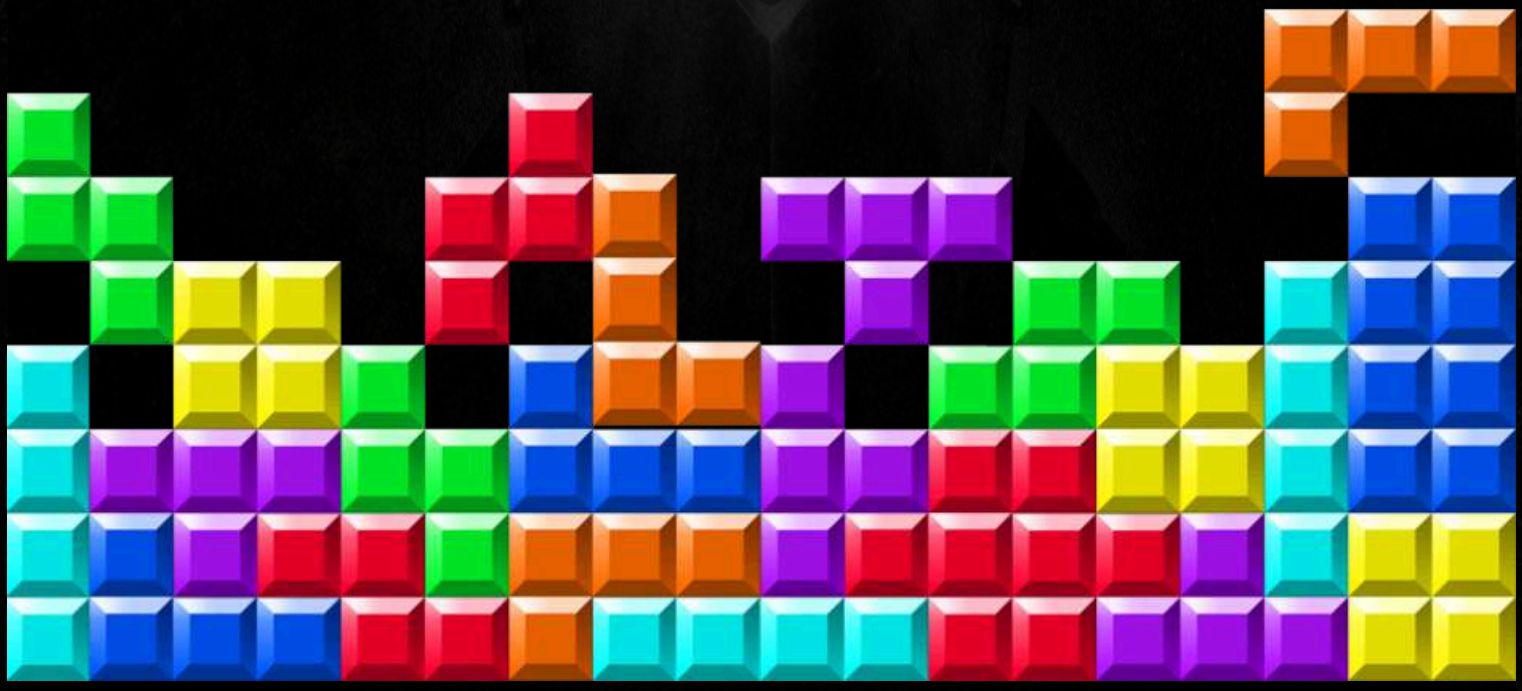
Some versions add variations on the rules, such as three-dimensional displays or a system for reserving pieces.



TETRIS GAMER

Built on simple rules, Tetris established itself as one of the great early video games.

By December 2011, Tetris had sold 202 million copies – approximately 70 million physical units and 132 million paid mobile game downloads – making it one of the best-selling video game franchises of all time.

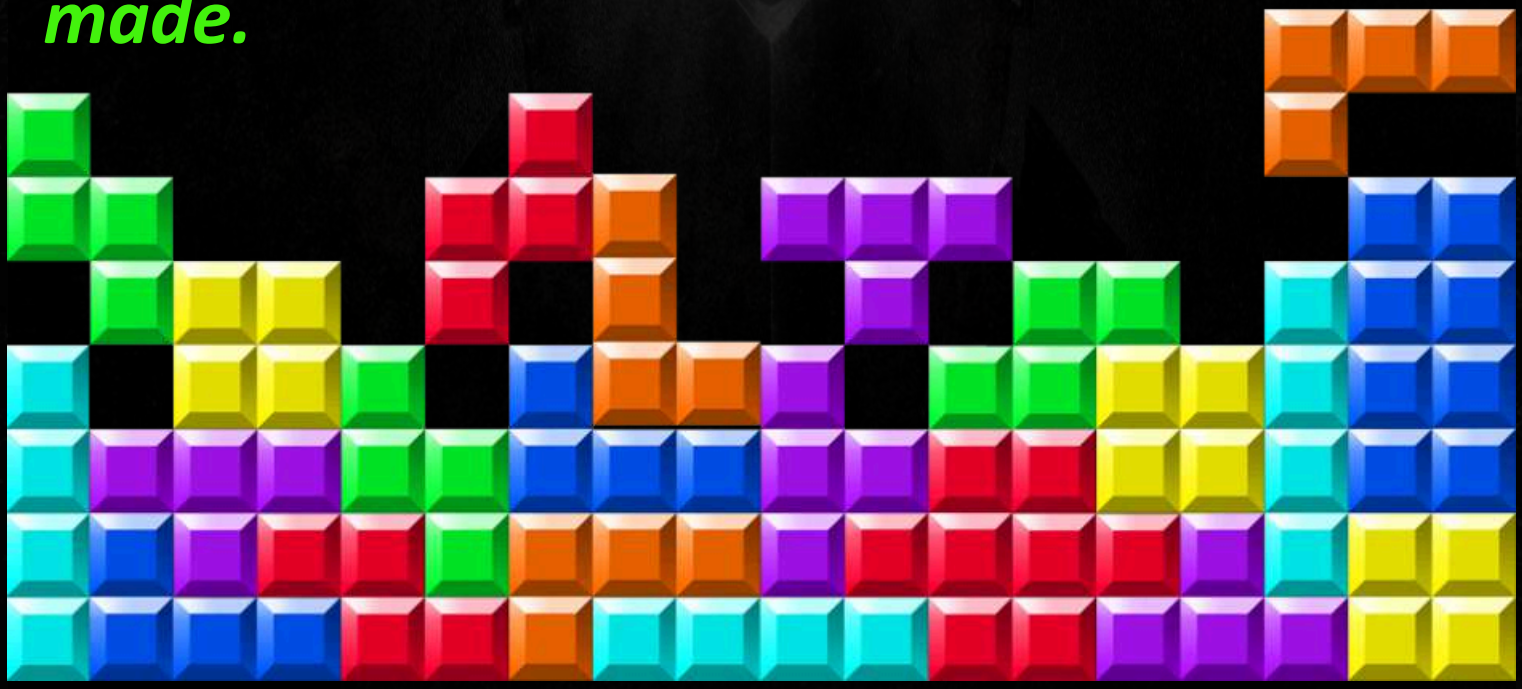


TETRIS GAMER

The Game Boy version is one of the best-selling games of all time, with more than 35 million copies sold.

Tetris is available on over 65 platforms, setting a Guinness world record for the most ported video game.

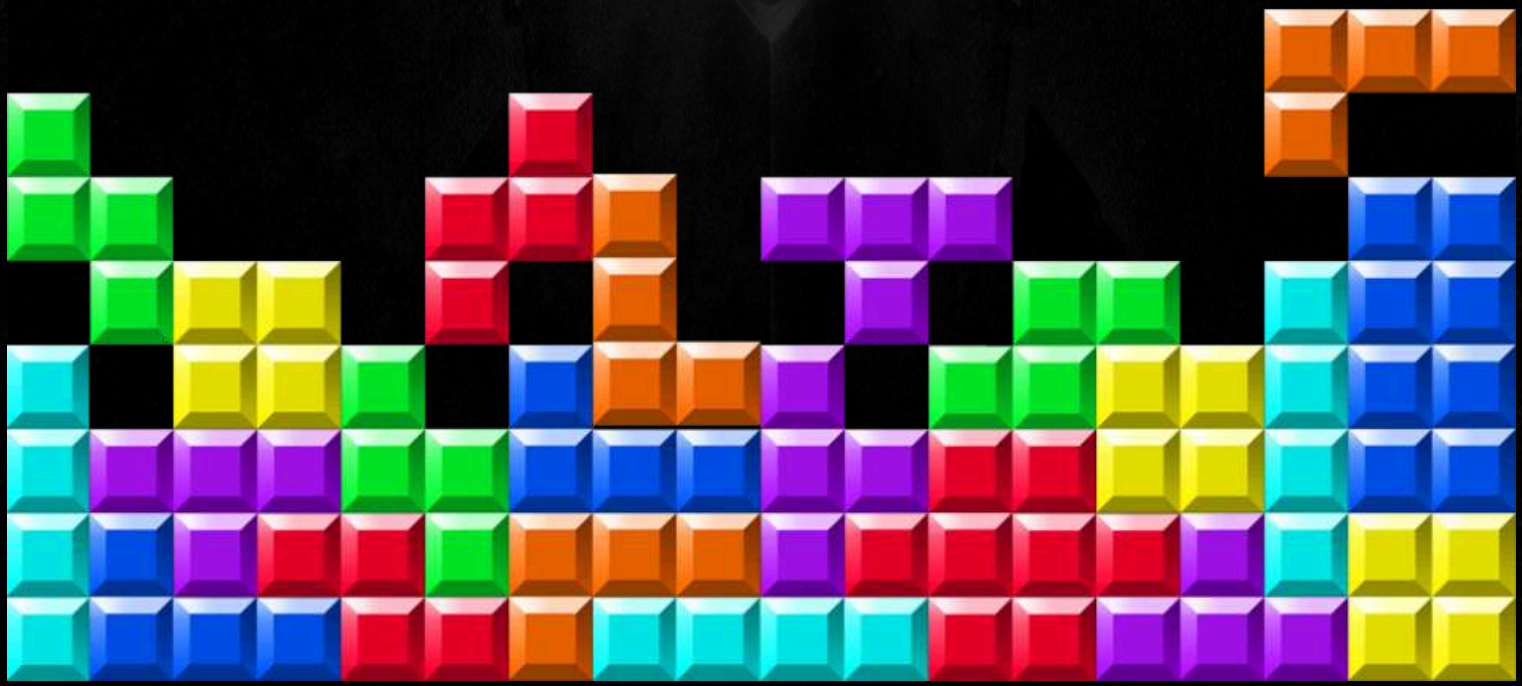
Tetris is one of greatest video games ever made.



TETRIS GAMER

Tetris is rooted within popular culture and its popularity extends beyond the sphere of video games; imagery from the game has influenced architecture, music and cosplay.

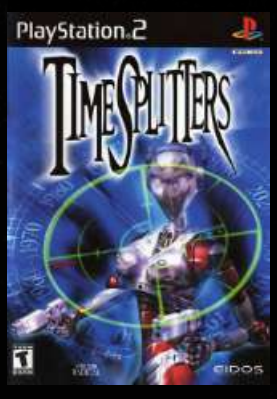
The game has also been the subject of various research studies that have analyzed its theoretical complexity and have shown its effect on the human brain following a session, in particular the Tetris effect.



TimeSplitters GAMER

TimeSplitters is a series of first-person shooter video games developed by Free Radical Design.

The games are often considered spiritual successors to the Nintendo 64 titles GoldenEye 007 (1997) and Perfect Dark (2000).



TimeSplitters

GAMER

Each game features a time travelling element in which players battle across a diverse number of locations and periods in history.

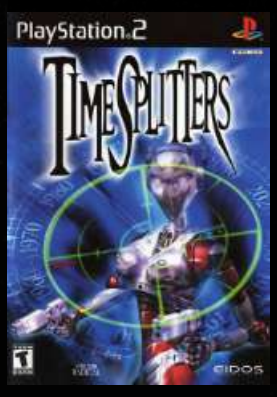
The first game in the series was developed by Free Radical Design and released in October 2000, alongside the launch of the PlayStation 2.

TimeSplitters

GAMER

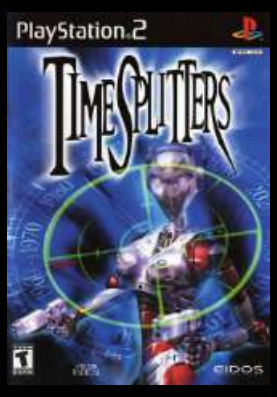
The game's story focuses around a temporal war against the TimeSplitters, creatures that use time crystals to travel through time.

Its levels take place across different time periods between the years 1935 and 2035.



TimeSplitters 2 GAMER

TimeSplitters 2 is second game in the series was released in October 2002. Unlike its predecessor, TimeSplitters 2 was also released for the Xbox and Game Cube in addition to the PlayStation 2.



TIMESPLITTERS 2

GAMER

It featured similar story elements to the previous game, based around the TimeSplitters and their time crystals spread across multiple centuries.

An early logo revealed for the game was a parody of the Gears of War logo, with a monkey head replacing the skull from the original.

TIMESPLITTERS 2

GAMER

The poor reception for Free Radical's previous game, Haze, was cited as one of the main reasons for the lack of publisher interest in in TimeSplitters 2, alongside the lack of marketability for a game that is based around a diverse set of characters and environments.

TimeSplitters 2 GAMER

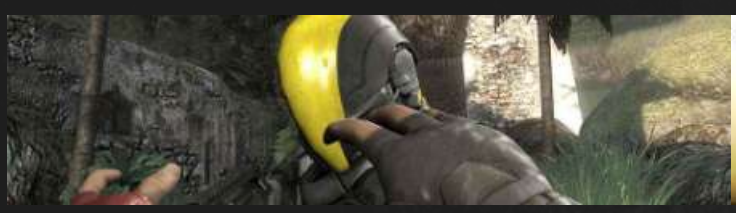
In November 2021, Microsoft added backwards compatibility to the Xbox Series X/S and Xbox One for both TimeSplitters 2 and TimeSplitters: Future Perfect, as part of an Xbox 20th anniversary release.

TimeSplitters 1 & 2 are fun games to play, but they were overshadowed by games like goldeneye 007 on the n64.

HAZE GAMER

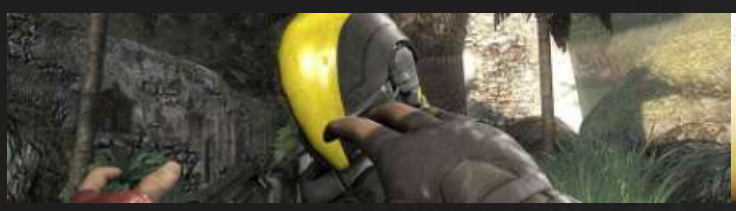
Haze is a first-person shooter video game developed by Free Radical Design and published by Ubisoft for the PlayStation 3.

It was released worldwide in May 2008.



HAZE GAMER

The game takes place in a dystopian future, where the Mantel Corporation rule the world with a drug called Nova-Keto-Thyrazine - also called Nectar, a "nutritional supplement" that enables soldiers to fight harder and smarter.



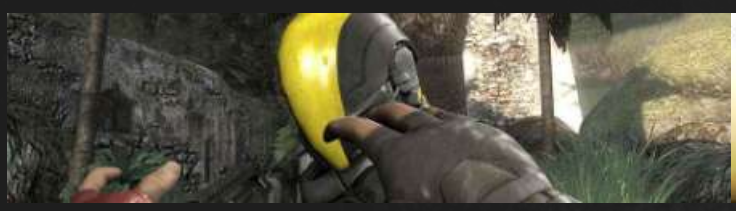
HAZE GAMER

but also induces a hallucinogenic effect, where soldiers are no longer cognizant of the real battlefield around them, instead viewing an idyllic, painless environment.

HAZE

HAZE GAMER

The game takes place over a three-day period as Mantel battles a group of rebels known as "The Promise Hand" which is led by Gabriel "Skin Coat" Merino, with the player assuming the role of Shane Carpenter, a 25-year-old Mantel soldier.

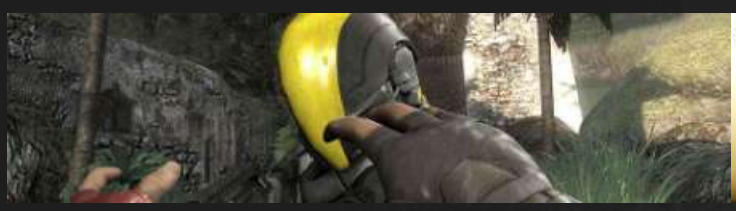


HAZE GAMER

After Carpenter witnesses the effect Nectar is having on his fellow soldiers, he turns rogue and teams up with The Promise Hand to take on Mantel.

HAZE GAMER

In Haze, soldiers make use of 'Nectar'. Mantel uses this drug to control the minds of its soldiers. When administered, Nectar can control what a soldier sees, among other things, similar to the effects of a hallucinogenic drug.



HAZE GAMER

Nectar also enhances the soldiers' fighting capabilities, allowing them to run faster and jump higher.

They also receive a boost in reaction time.

HAZE GAMER

A Mantel soldier experiencing an overdose is shown by a change in their armor, changing in color from yellow to red.

HAZE GAMER

Rebel soldiers may go into a "Play Dead" state just before they are killed, allowing them to regenerate health and disappear from the Mantel soldiers' sight, since they can't see dead people while on Nectar.

HAZE GAMER

Haze was originally set to be released simultaneously on the PlayStation 3, Xbox 360, and PC in Summer 2007.

However, the release date was pushed back to Winter.

HAZE GAMER

It was announced at Sony's E3 2007 press conference that Haze would be exclusive to the PlayStation 3.

This was a decision that had been made by Ubisoft.

HAZE GAMER

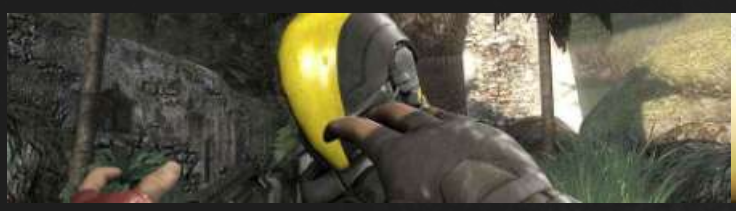
The game was then delayed further and eventually given a May 2008 release.

Free Radical stated that the delays have allowed them to include several new features into the game.

HAZE GAMER

Haze had mixed reviews largely due to its many glitches and extremely short single-player campaign.

Tons of visual issues the game from texture tears and non-descript environments to pop-in and odd animation problems.



HAZE GAMER

More generous reviews were also somewhat disappointed.

Haze had terrible artificial intelligence and an awful story.

The campaign was only seven-hours.

HAZE GAMER

Multiplayer modes just did not cut it when compared with other first person shooters available at the time.

Haze had real promise and it was a shame that it did not perform better.

DUNGEON HUNTER ALLIANCE

GAMER

Dungeon Hunter: Alliance is a hack and slash action role-playing video game developed and published by Gameloft in 2011 for PlayStation 3And PlayStation Vita.

The game is set in a fantasy universe. Three character classes – mage, rogue, and warrior – are playable, with the game taking place over 30 levels in environments including dungeons, forests, and villages, which include randomly generated areas.

DUNGEON HUNTER ALLIANCE

GAMER

Single quests are estimated to last 8 hours. Players can restart their game after completing all quests on an Elite mode, which enables them to level up to level 75.

Multiplayer mode supports up to 4 players on a single server. Each player works together to complete the current quest of the host player, although players who are not on that quest in single player mode will not have their data saved except for items and experience.

DUNGEON HUNTER ALLIANCE

GAMER

Each player is assigned a color and their character can only pick up items with that color around them, ensuring each player gets an equal amount of loot.

DUNGEON HUNTER ALLIANCE

GAMER

Unlike in single player, when a character dies, the other players have a chance to revive him or her instead of having to completely restart the level.

DUNGEON HUNTER ALLIANCE

GAMER

When all players die, the level will be restarted however.

PlayStation 3 version of Dungeon Hunter: Alliance received "average" reviews, while the Vita version received generally unfavorable reviews.

[PROTOTYPE] GAMER

Prototype is a 2009 action-adventure video game developed by Radical Entertainment and published by Activision.

It was released in June 2009 for the PlayStation 3, Xbox 360, and Microsoft Windows.

In July 2015, the game was re-released alongside its sequel as the Prototype Bio-hazard Bundle for the PlayStation 4 and Xbox One.

[PROTOTYPE]™

[PROTOTYPE]

[PROTOTYPE] GAMER

Separate versions of the two games became available in August 2015.

In Prototype, players control an amnesiac shape-shifter named Alex Mercer as he attempts to stop an outbreak of a virus called Black-light in Manhattan, which mutates individuals into powerful, violent monsters.

[PROTOTYPE]™

[PROTOTYPE]

[PROTOTYPE] GAMER

Alex also attempts to uncover his mysterious past while coming into conflict with both the US military and a black operations force called Black watch.

Outside of the main story, players can freely explore the game's open world and engage in several different side activities.

[PROTOTYPE]™

[PROTOTYPE]

[PROTOTYPE] GAMER

The game was well received by critics following its release, gaining praise for its originality, storytelling, and engaging game play.

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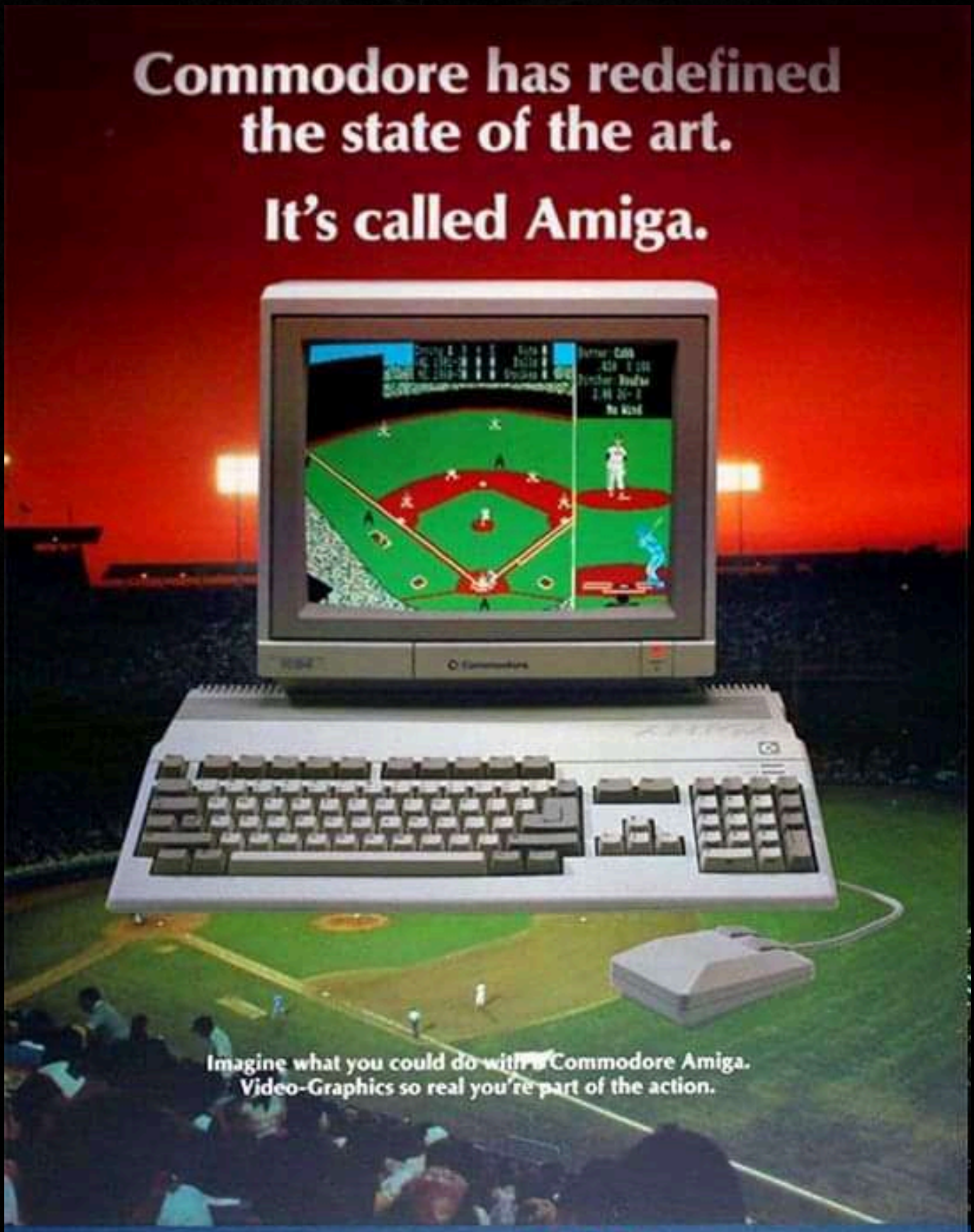

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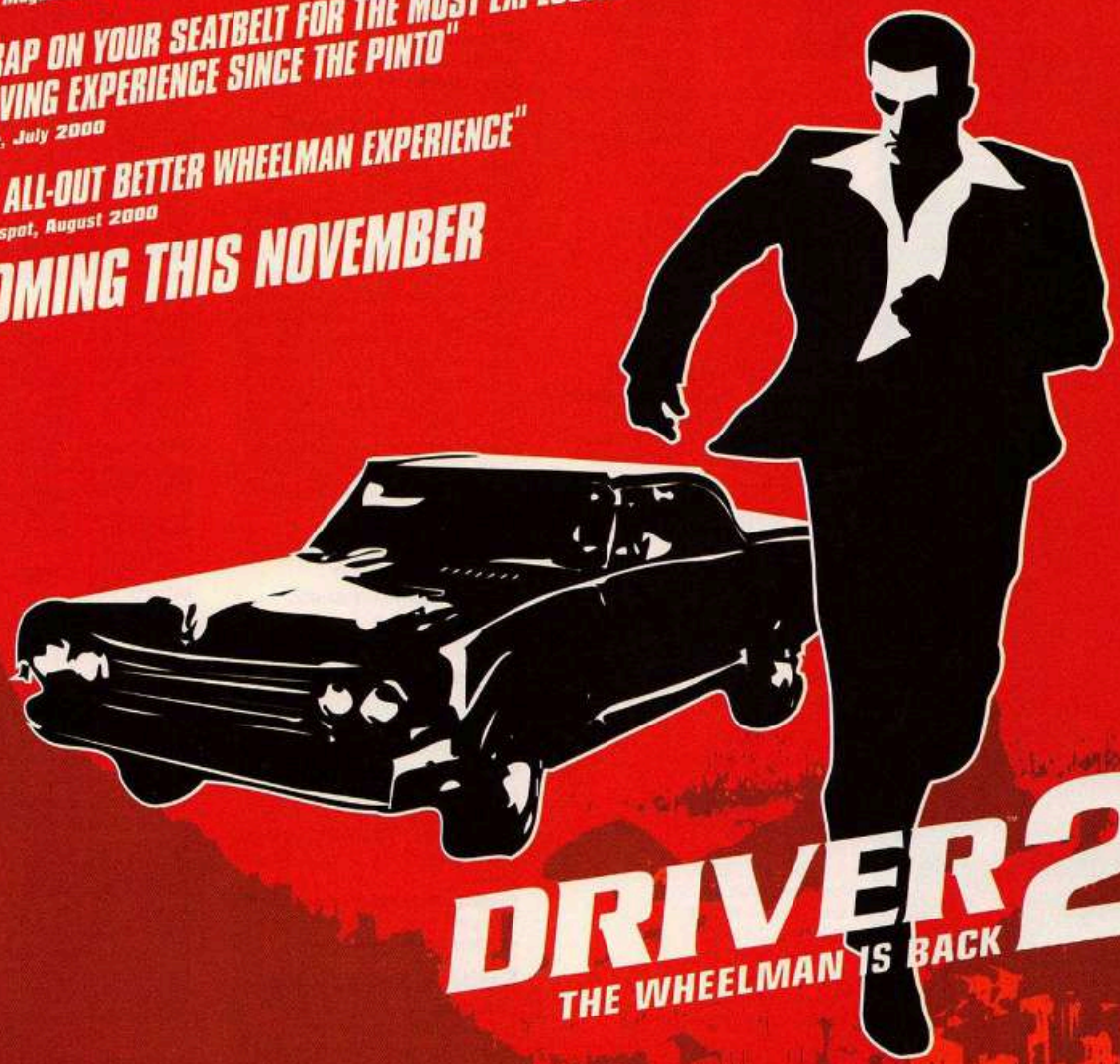

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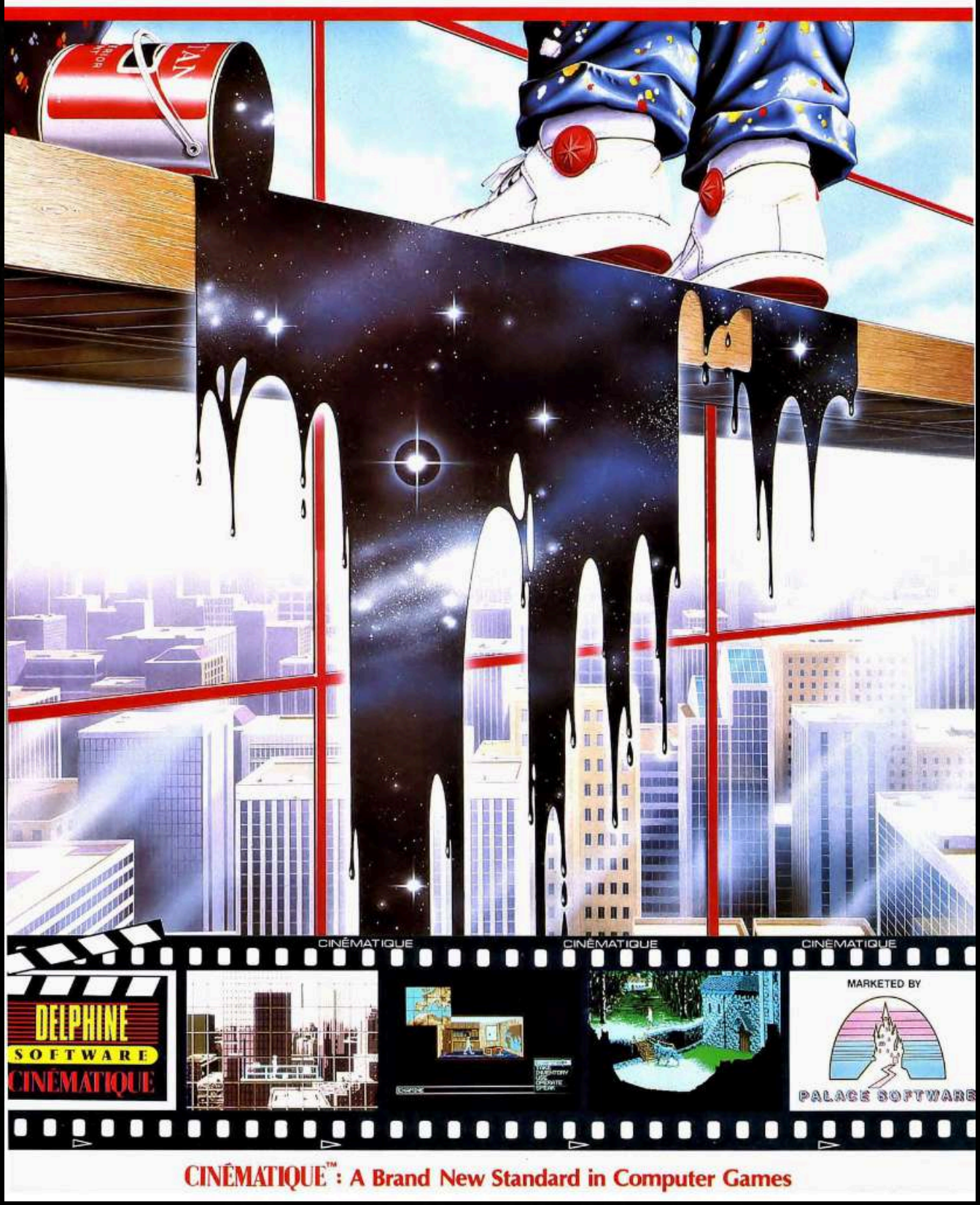

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